

Richard Lamb

Madison, WI | [Contact](#)

OBJECTIVE

Summer internship or co-op in computer hardware and/or software.

EDUCATION

University of Wisconsin-Madison

Bachelor of Science in Computer Engineering – *Expected Spring 2027*

Double Major in Computer Science

GPA: 3.4/4.0

Programming Languages: Java, C, Python, HTML, CSS, JavaScript, MATLAB, Assembly

Technical Skills: AutoCAD, ArcGIS, Microsoft Office, Linux, UltiMaker Cura, 3D Printing, Soldering, LTSpice, Raspberry Pi, Arduino, Oscilloscope, Verilog, VHDL, QuestaSim, Quartus

AWARDS & HONORS

Eagle Scout, Boy Scouts of America, Troop 865, Mequon, Wisconsin – *Achieved 2020*

- Order of the Arrow, Scouting's National Honor Society
- Earned 33 merit badges and 2 Eagle Palms for continued involvement after attaining Eagle rank

Dean's Honor List – *Spring 2024, Spring 2025*

Kohler Co. Scholar – *2023-present*

Frank Family Scholar – *2023-2024*

National Honor Society – *2021-2023*

EMPLOYMENT EXPERIENCE

Village of Germantown, Wisconsin

Engineering Intern – *Summer 2024-2025*

- Operated land surveying GPS equipment
- Performed routine erosion control inspections
- Trained new team member on erosion control methods and inspection
- Digitally preserved old records

City of Mequon, Wisconsin

Engineering Intern – *Summer 2022-2023*

- Learned to use geographic information systems and updated them with underground utilities
- Operated and learned to use land surveying GPS equipment
- Inspected new construction and reconstruction of roads
- Performed routine erosion control inspections

Gardner Dam Scout Camp, White Lake, Wisconsin

Youth Counselor – *Summer 2021*

- Counseled 9-10-year-old children and provided instruction on first aid, camping, and wilderness survival
- Worked with adults to address campsite issues

ACTIVITIES

Executive Board Member, Kappa Eta Kappa, Professional Electrical and Computer Engineering Fraternity

- Gave technical presentation to a 50-member audience about Pi-hole, its operation, and its applications in network-based ad-blocking